FREQUENTLY ASKED QUESTIONS

RULE CLARIFIERS. FORMAT BY VINCENT GREGORY.

1. **Lethal and Deadly Attacks** - If some Elements in a unit have Deadly or Lethal loadout, and some don't, which of the damage causes the enemy Heroic Save to be worsened?

   If one or more elements in the attacking unit have the Lethal or Deadly loadout, the entire attack action is treated as worsening the enemy save.

2. **Firepower Rating** - When determining Firepower Rating, in what order do I calculate modifiers?

   Defensive modifiers are calculated first, followed by offensive (Pg. 42, Elevated Position example).

3. **Firepower Saturation** - Does Firepower Saturation round up or down?

   It rounds towards the Firepower Rating that'd apply to the majority of the Elements in the Unit Targeted by the Ranged Attack. If the Amount of Elements is equal, round down.

4. **Chargers Resolving Melee First** - Does the Charger resolving its Melee Attacks before the Defender apply only to the first round of Melee, or does it keep applying to all subsequent rounds of Melee?

   It keeps applying to subsequent rounds of Melee (Assuming the Defender is not benefiting from the Defensible Special Rule) (Pg. 83, Section C).

5. **Defensible** - Does the Defensible Special Rule apply only to the first round of Melee, or does it keep applying to all subsequent rounds of Melee?

   It keeps applying to subsequent rounds of Melee.

6. **Charge Move against Armoured** - What happens when an Infantry Unit performs a Charge Move Action against an Armoured Unit with an Impact Stat, but the Infantry doesn't roll any Skulls?

   In the original rules-as-written, The Infantry may keep rolling until a Skull Result is achieved, or may break off the Attack at any time after the first roll. Under the Community Rules Errata, if an attacking unit fails to roll any skulls, they are treated as having failed their attack and are repulsed.

7. **Battle Hardened** - Does the Battle Hardened Unit Loadout stack?

   Yes, it stacks (Pg. 103).

8. **Suppression (X)** - Does the Suppression Weapon Loadout stack?

   No, choose the highest value (Pg. 102).

9. **Elusive** - If an Element has the Elusive Loadout and another Element in the same Unit does not, resulting in multiple Cover Levels, how are incoming Attacks resolved?

   The Attacker will follow the rules for Fire Power Saturation found on Pg. 78 in the rulebook.

10. **Heroic Saves with Suppression** - If a Unit is damaged by an attack, but passes their Heroic Saves to negate some or all of that damage, do they still perform a Suppression Test?

    Yes - even if they pass all of their heroic saves for the damage, the defending unit still makes a Suppression Test, but damage negated by their saves do not add to the Suppression roll.

11. **Air Support Flyer Missions** - Is there any limit to the amount of Air Support Missions per turn per Battle Group?

    Yes - one Air Support Mission per Game Turn, per Battle Group regardless of the amount of ASF Units in the Battle Group (Pg. 87).

12. **Activation Tokens** - At what point during a Unit's Activation do they gain an Activation Token?

    After a Unit has completed its Activation

13. **Running Riot Action** - If a Unit performs a Running Riot Activation and does a charge attack, would it gain a Cooldown Token?

    Correct - by performing a Charge during its Activation, the unit gains a Cooldown Token.

14. Jackal Shield Wall in Melee/Ram - Do jackal assault squads get the improved heroic save in melee or ramming if all models from the opposing unit are in the front?

Yes - this is one of the rare situations where Firing Arc matters for the purpose of Melee or Ram attacks. If one or more enemies are in the Jackal's Front Arc during melee, the Shield Wall special rule will improve their Heroic Save against those attacks. If only SOME enemies are in their front arc, and others attacking them from the side, roll skulls and resolve damage for those attacks separately.

15. Shooting Attack Hits and Damage Allocation - At what point are Heroic Saves handled with a Shooting Attack, and what do I do if there are excess Hits after resolving damage?

During the Apply Damage step of performing a Ranged Attack Action, allocate hits to match the Damage Tracks of as many elements as possible, and after all the Damage Tokens are applied, roll Heroic Saves to attempt to negate that damage. If damage tokens were applied to the enemy unit, and enough hits remain to cause damage to one or more remaining elements, repeat the Apply Damage step until there are no longer enough hits left in the pool to cause damage, or the unit is Destroyed.

16. Melee Damage Allocation - During Melee, if enough skulls are rolled to cause damage to every element in an enemy unit, and there are skulls leftover, are the excess skulls discarded?

When applying damage tokens to an enemy unit during Melee, damage is applied to every element possible, Heroic Saves are rolled to attempt to negate the damage, and then if there are more skulls left over, the process of applying damage and rolling saves is repeated until there are no skulls left, or the unit is Destroyed.